Try our affiliated browser extension - redirect to BreezeWiki automatically!

Goblins (TTRPG)

Search

Page theme default light dark

This fan-fiction article was written by Adalwulf of Aedirn. Please do not edit without the writer's permission.

This article is related to R. Talsorian's The Witcher TTRPG. It is unofficial content provided under the Homebrew Content Policy of R. Talsorian Games and is not approved or endorsed by RTG. This content references materials that are the property of R. Talsorian Games and its licensees.

Witcher TTRPG Homebrew Collection

Goblins are small humanoid creatures found near villages or in the wild. They group themselves in bands and are generally accepted as sentient despite displaying savage behavior. Adept at survival, they usually live in bands or serve other stronger creatures.

Contents

1. Regional Social Standing Table
2. A Few Context Notes for Game Masters
3. Racial Perks
   3.1. Great Hunters
   3.2. Slippery
   3.3. Savage
4. Notes

Regional Social Standing Table

Because goblins are classified as a monster race and typically live in feral bands or serve more powerful creatures, their baseline social status across civilized society is heavily penalized. They are universally viewed with a mix of revulsion,

hostility, and deep-seated prejudice.

Territory	By Humans	By Elves	By Dwarves	By Witchers	By Mages
The North	Hated & Feared	Hated	Hated & Feared	Hostile	Tolerated (As Labor)
Nilfgaard	Hated & Feared	Hated & Feared	Hated & Feared	Hostile	Tolerated (As Labor)
Skellige	Hostile	Hostile	Hostile	Hostile	Hostile
Dol Blathanna	Hostile	Tolerated (Rarely)	Hated	Hostile	Tolerated
Mahakam	Hostile	Hated	Hated & Feared	Hostile	Tolerated

A Few Context Notes for Game Masters

- **By Civilized Races (Humans, Elves, Dwarves):** Goblins are primarily viewed as dangerous pests, clever thieves, or aggressive wildlife. Their tendency to group into raiding bands near small villages means common folk will almost always respond to a goblin character with immediate violence, brandished pitchforks, or a call to the local town guard.
- **By Witchers: Hostile.** To a witcher, a goblin is a potential contract on a tavern notice board. Because goblins display savage behaviors and frequently target isolated human settlements for resources, witchers generally classify them alongside small necrophages or aggressive humanoids—something to be cleared out if they threaten local lives.
- **By Mages: Tolerated / Exploited.** Mages rarely share the emotional hatred of common peasants; instead, they view goblins with cold academic detachment. An unscrupulous mage or alchemist frequently sees a goblin as a cheap, disposable source of manual labor, an expendable vanguard for dangerous ruins, or a resilient test subject for magical and biological experimentation.

- **By Skelligers: Hostile.** Skelligers have absolutely no patience for small, raiding creatures that cannot look them in the eye during combat. On the islands, goblins are hunted for sport or killed immediately to protect livestock and mountain camps.

Racial Perks

Great Hunters

You receive a +1 in Survival and Archery. As well as seeing clearly in dim light.

Slippery

You are hard to catch, you get a +1 in Dodge/Escape.

Savage

You have a +1 in Monster Lore but take a -2 to Social Etiquette.

Notes

- Due to this race being considered a Monster race, a Goblin's social status is Feared & Hated.
- This race was created by Reddit user Zekono from whom I received express permission for the inclusion of this homebrew race. All credit for this race and the data included with them is theirs. For the newly updated source see link.
- The Regional Social Standing Table and the Context Notes are my own additions.

---

breezewiki

BreezeWiki source code

Documentation and more information

Chat / Bug reports / Feature requests

This page displays proxied content from https://the-witcher-rpg.fandom.com/wiki/Goblins_(TTRPG). Text content is available under the CC-BY-SA license, see license info. Media files may have different copying restrictions.

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

Fandom is a trademark of Fandom, Inc. BreezeWiki is not affiliated with Fandom.